



PAL



PlayStation®

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

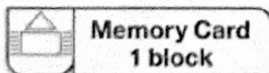
The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

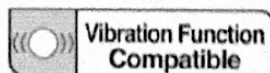
© 1999 Infogrames Interactive, Inc. All rights reserved. For home use only. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Infogrames Interactive, Inc. Developed by Blue Planet Software, Inc.



**1 or 2
Players**



**Memory Card
1 block**



**Vibration Function
Compatible**

SLES-01987



Warning	2
Getting Started	3
Game Controls for <i>The Next Tetris</i>	4
From <i>Tetris</i> to <i>The Next Tetris</i>	5
Basic Game Rules	5
The Basic Game Screen	7
Starting the Game	7
The One Player Game	8
The Two Player Game	9
Changing Your Rank	10
Marathon	11
Practice Mode	11
Score Marathon	11
Game Results Screen	12
Game Over	13
Pause Menu	14
Leader Board	14
Options	15
Playing Techniques	17
Hasbro Interactive's Web Sites	19
Customer Services for UK and Australia	20
Notice/Warranty	21
Customer Service Numbers	25

WARNING

PRECAUTIONS:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage your TV screen.

HANDLING YOUR DISC:

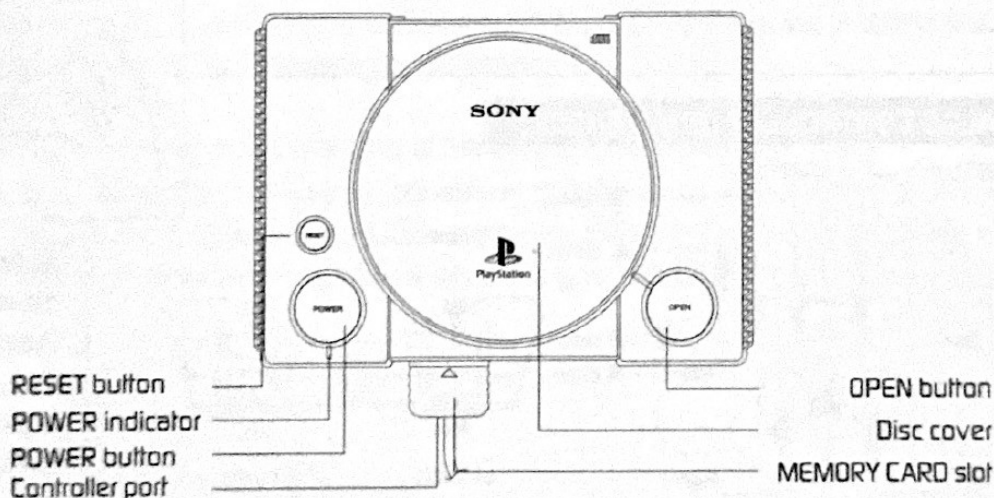
- This disc is intended for use only with the console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from centre to outer edge. Never use solvents or abrasive cleaners.

Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

Note: You will need a memory card to save player data, such as high scores and ranking.

1. Set up your console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert *The Next Tetris* disc and close the disc cover.
4. Insert the game controllers (and memory card if you have one).
5. Turn ON the console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the Start button.

Note: You will not be able to save your progress or game information if you don't use a memory card. Make sure there are at least two (2) free blocks on your memory card before beginning your game. You are not able to swap memory cards during play.



GAME CONTROLS FOR THE NEXT TETRIS

L2 button = Lower music volume

L1 button = Raise music volume

Directional button down = Drop piece down

Directional button left = Slide piece left

Directional button right = Slide piece right

Start button = Pause game and show menu

R2 button = Play previous music track

R1 button = Play next music track

● button = Rotate piece 90° clockwise

✕ button = Rotate piece 90° counterclockwise

Note: If you are playing a Two Player game, you need a second game controller.

When you are at the Main Menu, use the following controls:

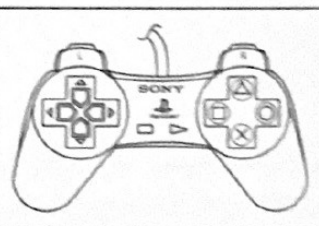
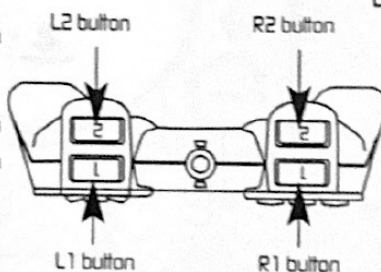
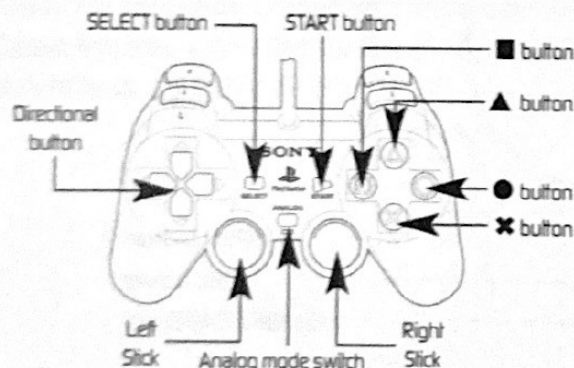
Directional button = Moves the cursor

✕ button = Confirm selection

▲ button = Cancel and return to previous screen

If you play a Two Player game with an Analog Controller (DUAL SHOCK) controller, you can send a vibration to your opponent when you clear a line. The more lines you complete, the stronger the sensation. To turn off the vibration, please see page 17. (The analog function of the Analog Controller (DUAL SHOCK) is not supported in this game.)

ANALOG CONTROLLER (DUAL SHOCK)



Note: You may have a controller that looks like this. If so, follow the digital instructions outlined above.

More than 10 years ago, a fiendishly addictive puzzle game called *Tetris* was invented in the former Soviet Union. Alexey Pajitnov, *Tetris*' creator, had a lifelong love of puzzles and often programmed games to test new computer equipment. In 1985 he decided to program the traditional puzzle Pentamino in real time. After realising that five-square blocks were too difficult to position in real time, Pajitnov decided to use seven shapes made up of four square blocks. The name *Tetris* thus comes from *tetra*, the Greek word for "four". The game made its way to the United States in 1988 and quickly became a best-selling phenomenon as people everywhere lost track of time while playing *Tetris*.

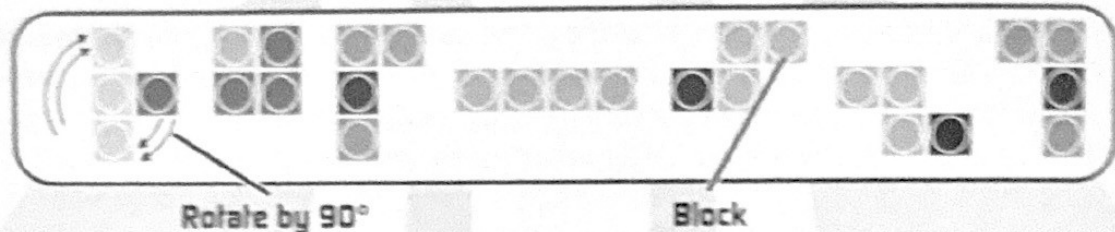
Now *Tetris* has returned once again with a new challenge: *The Next Tetris*! *The Next Tetris* features the **Cascade** (meaning "to fall as in a waterfall"). A Cascade happens when a line (or lines) is cleared and the blocks above that line fall, in turn completing more lines, causing a chain reaction.

BASIC GAME RULES

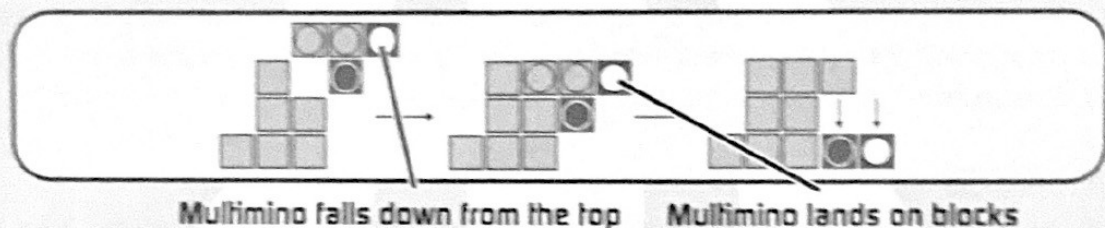
Seven different shaped pieces (each made up of 4 squares) fall from the top of the screen. Your goal is to arrange these pieces into lines by moving and rotating them.

A block is one square in a piece. A *Tetris* piece consists of 4 blocks, and there are 7 different kinds. *The Next Tetris* pieces can be either Tetraminos or Multiminos.

- ❖ **Tetramino** is a normal *Tetris* piece, consisting of the same coloured blocks.
- ❖ **Multimino** is a special *The Next Tetris* piece, consisting of different coloured blocks. Multiminos are important for creating Cascades. When a Multimino lands, the piece separates its blocks by their colour. If the colour of blocks do not match, the blocks separate and fall down if there is space below.



When you drop a Tetramino or Mullimino, adjacent blocks of the same colour will combine. This combined piece is called a **Polymino**. If a Polymino becomes too big, it is more difficult to Cascade.



Cascades are a special feature of *The Next Tetris* that make it unique. If you completely fill in one or more horizontal lines, those lines of blocks will disappear. The blocks above those cleared lines will then fall individually, possibly completing their own lines in turn. This phenomenon is called a Cascade. As you get better at playing *The Next Tetris*, you can even clear more than 5 lines at once by using Cascades.

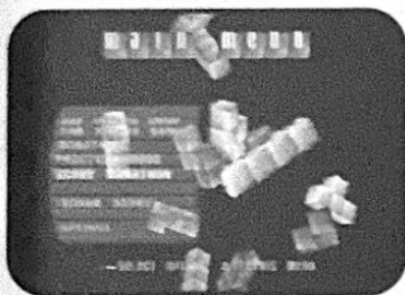


The space in which pieces fall is called the **Playfield**. The playfield is 10 blocks wide by 20 blocks high. When the playfield fills up with pieces or when you've gone past the time limit, the game is over. In all game modes except Score Marathon, there are garbage blocks at the bottom of the playfield. The basic goal is to clear the bottom line of this garbage so that you finish a round.



The basic game screen is the same in all modes. For details on specific game modes, please see those descriptions.

STARTING THE GAME



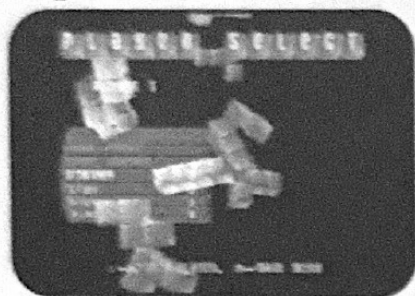
After you load the game disc, the opening movie will play and you will get the choice of either playing *The Next Tetris* or *Classic Tetris*. If you choose *The Next Tetris*, the Main Menu appears. If you don't select anything, *The Next Tetris* will automatically switch to demo mode. If you press the Start button during the opening movie or the demo, the game will go to the Main Menu.

MAIN MENU

Use the directional buttons to select the mode you want, then press the **X** button. For more information, please refer to the pages listed below.

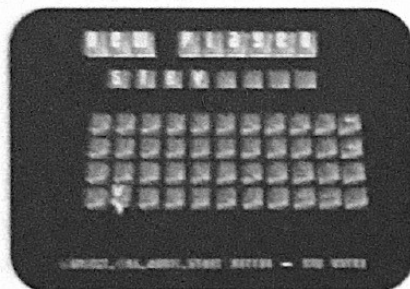
One Player Game	Page 8	Standard game for one person
Two Player Game	Page 9	Head-to-head competition for two people
Marathon	Page 11	Single-player sequential game
Practice Mode	Page 11	Single-player game with puzzle-style levels
Score Marathon	Page 11	Single-player scoring game
Leader Board	Page 14	Displays records and high scores of registered players
Options	Page 15	Save data, load data and change settings

Player Select



After selecting a game mode at the Main Menu, choose the player name you want in Player Select. Two names ("Player 1" and "Player 2") are always listed. The number next to the name is the current ranking for that player. This rank determines your starting level in the game.

New Entry



If you want to enter a new name, select "New Entry." If you press the **▲** button, you will exit this screen without saving the new name.

To confirm the entered name, point to this button with the cursor and then press the **✕** button (or just press the Start button).



To delete letters, point to this button with the cursor and then press the **✕** button. You can also delete letters with the **●** button.



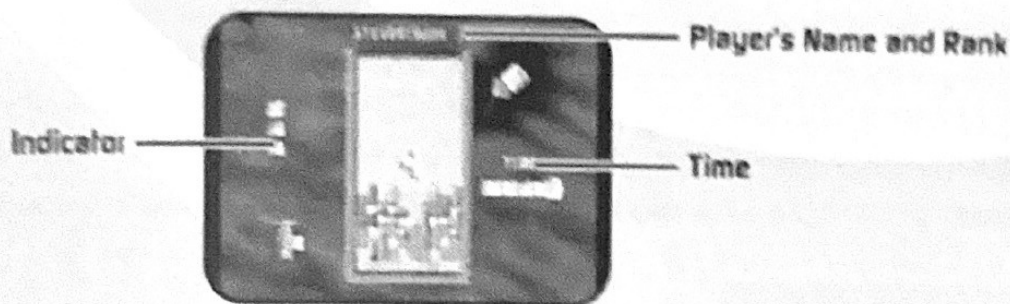
Load Player



Select Load Player to load saved individual player data from the inserted memory card. For more details, see page 16.

THE ONE PLAYER GAME

The One Player game is just you against the clock. You complete one round when all garbage on the bottom row is removed. If you complete 3 rounds within the 5-minute time limit, your ranking goes up. The higher your rank, the more garbage lines you get and the faster the pieces will fall. How many ranks you earn is based on the total time you spend clearing rounds. (Your initial starting rank is 2.)



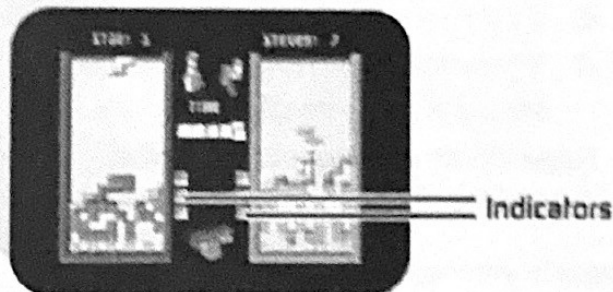
When the playfield is cleared, an arrow is displayed on the indicator.

How many ranks you move up is based on the total time it takes you to clear 3 fields.

2:31-5:00 mins	1 rank up
1:16-2:30 mins	2 ranks up
0:00-1:15 mins	3 ranks up

THE TWO PLAYER GAME

In the Two Player game, players compete to clear the garbage at the bottom as quickly as possible. Depending on the time taken to clear the garbage, the indicator display changes. When one player wins three consecutive games, the rank goes up or down based on the indicator display.



The green arrow appears when you win and it took you less than 2 minutes to clear the field.



The blue arrow appears when you win and either you took longer than 2 minutes to clear or your opponent's pieces hit the top of the playfield.



The red arrow appears when you lose, either because your pieces hit the top of the playfield or because your opponent cleared all of his or her garbage.

Your rank changes after you win three consecutive games:

- A majority of the three icons are green and total clear time is less than 1:30 = 3 ranks up
- A majority of the three icons are green and total clear time is between 1:31 and 3:00 = 2 ranks up
- A majority of the three icons are green and total clear time is over 3:01 = 1 rank up
- Opponent wins three in a row and a majority of the three icons are blue = 1 rank down

DISTRACTING YOUR OPPONENT

You can distract your opponent by clearing multiple lines at once or with Cascades. The degree of confusion is based on how many lines you clear at once.

- Clearing 2 lines spins your opponent's playfield on its X-axis.
- Clearing 3 lines spins your opponent's playfield on its Y-axis.
- Clearing 4 lines spins your opponent's playfield on its Z-axis.

You can increase the effects with Cascades.

- 2-3 Cascades spin the opponent's playfield many times.
- 4 Cascades spin the opponent's playfield many times and darken the playfield.
- 5 Cascades spin the opponent's playfield many times, darken the playfield and all the pieces change into the same colour (gold).

These effects will wear off after a while.



In Marathon mode, you compete against the clock to clear the garbage at the bottom. When one round is cleared, the level goes up by one. Higher levels bring more garbage lines and faster falling pieces, up to a maximum of level 15. You will start at level 2.

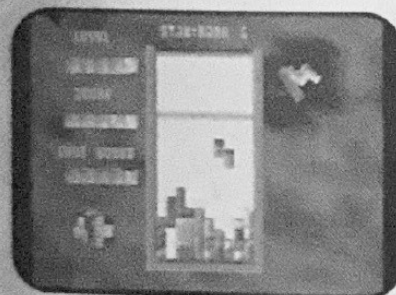
PRACTICE MODE



Practice mode presents a series of levels in which you have to clear the bottom row of garbage with a certain number of pieces. Choose the level you want to play from the menu.

"Target Steps" shows you how many pieces you should use to clear the garbage. "Steps" indicates how many pieces you have used so far. If you do clear the garbage within the piece limit, you can proceed to the next challenge. If you do not, you will continue to receive new pieces until you do clear the garbage. You can then start a new Practice game.

SCORE MARATHON



In Score Marathon mode, you compete to clear lines for a higher score. Every time five lines are cleared, the falling speed increases. When your pieces hit the top of the playfield, the game is over. There is no garbage or time limit in Score Marathon mode.

"Last Added" shows you the points earned from the last time you cleared lines.

SCORING

Score = (Number of lines you clear) x (Number of Cascades + 1).

For example, if you clear one line and a Cascade occurs, thereby clearing another line, you will earn 4 points for (2 lines) x (1 Cascade + 1).

GAME RESULTS SCREEN



One Player Game

This screen shows the results of your last game. The screen displays slightly different information depending on your game mode. Select the menu item you want and then press the **X** button.

Continue continues to the next round.

Play Again lets you play your opponent again. This is only available in the Two Player Game.

Go To Main Menu returns to the Main Menu. When you see "Quit to Main Menu?" select "Yes" and then confirm with the **X** button.

Save Data saves the data of all players to the memory card. For more information, see page 15.

Save Player saves the data of an individually registered player to the memory card. For more information, see page 16.



Two Player Game

Time spent clearing this round



Total time spent clearing all rounds



Ranking for cleared round (gold, silver or bronze)



Indicates when rank moves up or down



Score for Score Marathon or Practice mode



When your pieces hit the top of the playfield or you run out of time (in most modes), the game is over. The game then displays slightly different menus depending on your game mode. Select the menu item you want and then press the **X** button.

Try Again lets you play another game.

Play Again lets you play your opponent again. This is only available in a Two Player Game.



New Marathon lets you play another Marathon game. This is only available in Marathon mode.

New Score Marathon lets you play another Score Marathon game. This is only available in Score Marathon mode.

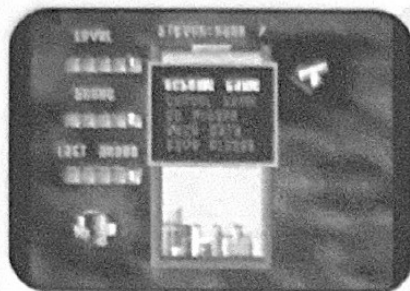
Go To Main Menu returns you to the Main Menu. When you see "Quit to Main Menu?" select "Yes" and then confirm with the **X** button. If you do not want the Main Menu, select "No."

Save Data saves the data of all players to the memory card. For more information, see page 15.

Save Player saves the data of each individual registered player to the memory card. For more information, see page 16.



PAUSE MENU



If you press the Start button during gameplay, it displays the Pause Menu. To continue playing, press the Start button again. (You cannot resume playing with the ● or ▲ buttons.)

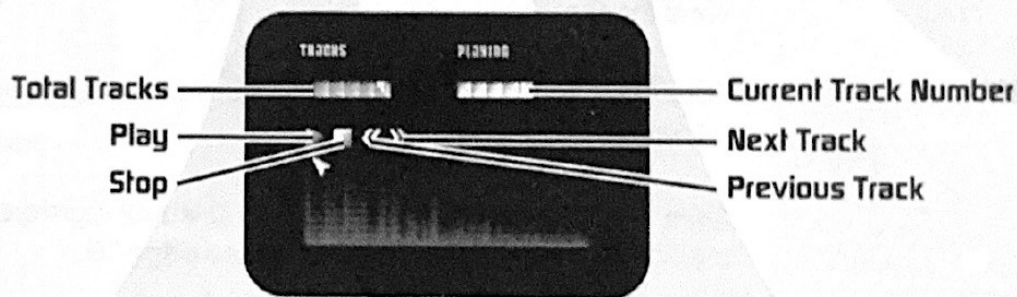
Resume Game lets you continue playing the game.

Cancel Game aborts the current game and returns to the Main Menu. When you see "Quit to Menu?" select "Yes" and then confirm with the ✕ button. If you do not want the Main Menu, select "No".

CD Player lets you play music from *The Next Tetris*. You can also listen to your favourite music CD by inserting it in the console. When you switch to a music CD, stop the music with the Stop button and then switch CDs.

Save Data saves the data of all players to the memory card. For more information, see page 15.

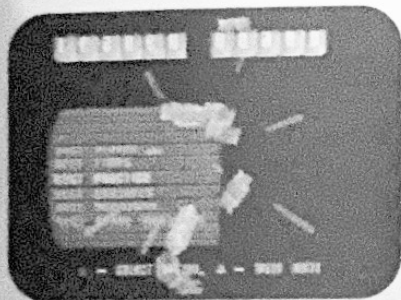
Save Player saves the data of each individual registered player to the memory card. For more information, see page 16.



LEADER BOARD

Select Leader Board to display the top scores for *The Next Tetris*.

Best Player displays a list of the top *The Next Tetris* players according to rank. If more than one player has the same rank, the one with the best clear time for that rank is listed first.



Best Times displays the shortest clearing time for each rank for One Player, Two Player and Marathon modes. Select a rank, then press the **X** button to see the best in that rank.

Best Practice displays a menu of the practice levels. Select one to display the fewest steps recorded for that level.

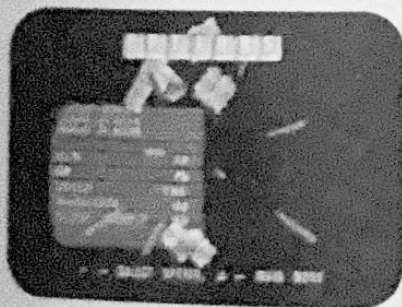
Best Cascades displays a list of the best Cascades in all game modes. When the number of Cascades is tied, the one with more cleared lines has the higher rank.

Best Marathon displays the highest levels and times achieved in Marathon mode.

Best Score Marathon displays the top scores in Score Marathon mode.

OPTIONS

Select this to save data, load data and select other settings.



CD Player provides the same function as on the Pause Menu (see page 14). You can play *The Next Tetris* while playing music CDs.

Credits lists the names of the people who made *The Next Tetris* possible.

Delete Player deletes the registered player(s). You cannot delete "Player 1" and "Player 2." This function is not designed to delete players saved on the memory card.

Load Data loads the saved data of all players from the inserted memory card.

Save Data saves data of all registered players to the memory card. This also saves your Option settings and volume settings. If the data file of this game already exists, you will be asked, "File exists - Overwrite?" If you want to save over the current file, select "Yes" and then press the **X** button.

Load Player loads the saved data of individual players from the inserted memory card. When the player names show up, select a name you want, then press the **X** button. The game will ask you, "Load <selected name>?" If you want to load that player, select "Yes" and then press the **X** button.

Save Player saves the data of each individual registered player on the memory card. Save Player can only be used when there is *The Next Tetris* data on the memory card. (If there is no data, a message will appear: "File does not exist.") If *The Next Tetris* data does not exist on the memory card, proceed with Save Data. If the data on the memory card has the same name as the player trying to save, it asks, "Player name (which you are going to save) already exists on memory card in memory card slot 1(2). Do you want to overwrite it?" If it is OK, select "Yes" and then press the **X** button.

When you select Load Data, Save Data or Load Player, a message appears: "Choose memory card slot for loading/saving data". Select the appropriate memory card slot and then press the **X** button.

When you save or load, make sure the memory card is inserted properly in memory card slot 1 or 2. (You can insert the card in either slot.) If you try to save or load without a memory card in the slot, a message appears: "No memory card in slot 1(2). No data will be processed."

If you try to load from a memory card with no data for this game, a message appears: "File does not exist".

While it is saving or loading (or the console itself is starting up), do not insert or remove a memory card from the slot as it could damage the data.

If there are not enough free blocks on the memory card, please refer to the console manual on how to free up more space.

BGM sets the volume of the background music. A setting of zero is Off.

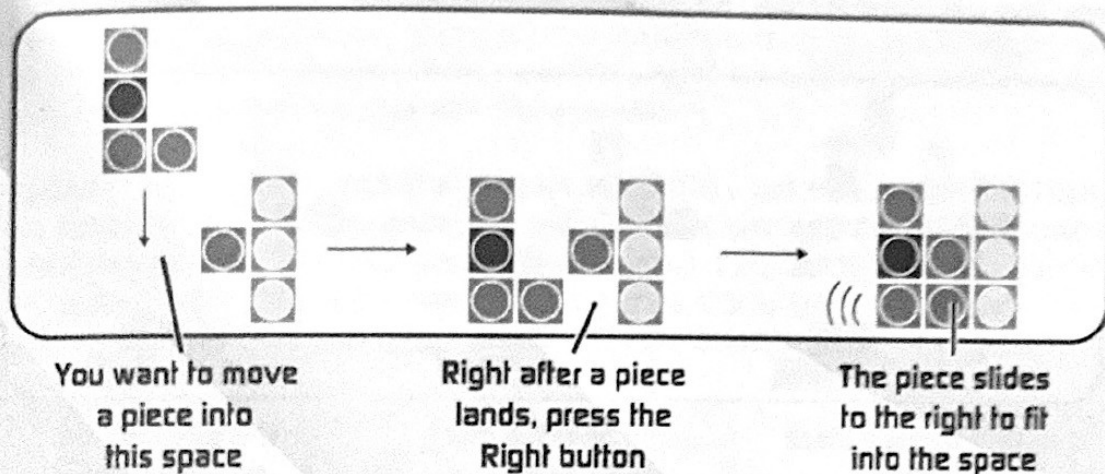
SE sets the volume of the sound effects. A setting of zero is Off.

Voice sets the volume of the voice commentary. A setting of zero is Off.

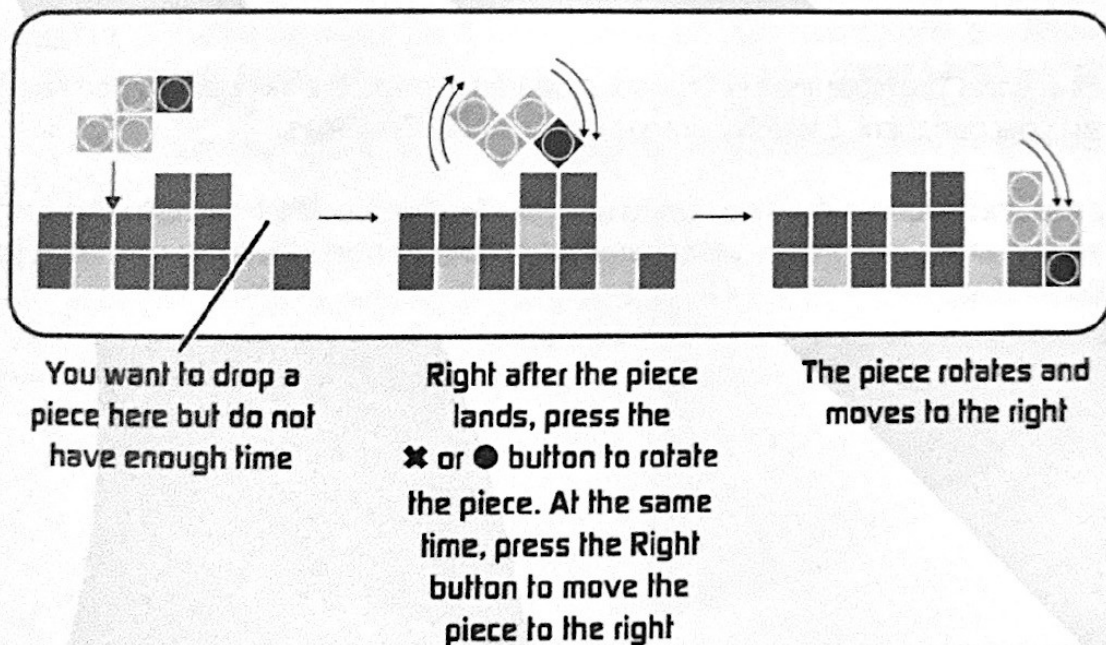
Vibration toggles the vibration setting for the Analog Controller (DUAL SHOCK). The default setting is On.

Block Wobble toggles the graphic effect that makes the *Tetris* pieces wobble onscreen. The default setting is On.

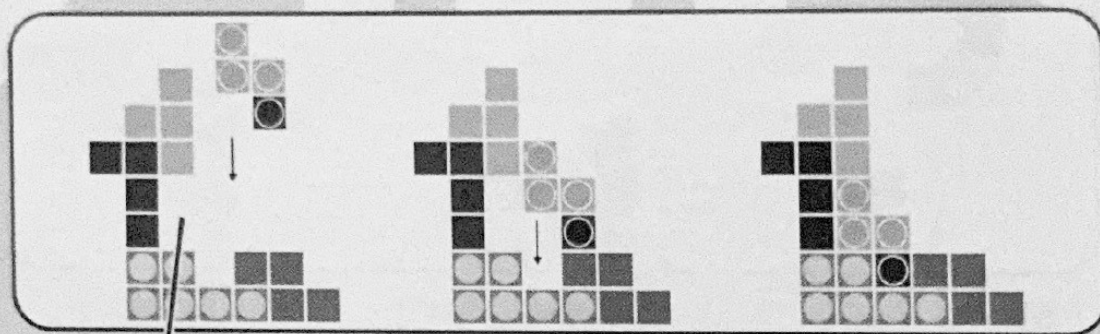
Slide pieces after they land! You can slide a piece that has landed left or right for a short time in order to fill spaces.



You can rotate a piece that has landed by rotating it before the piece is locked. When the piece flashes, it stops moving. You can sometimes even rotate a piece to go over a hill of blocks.



Drop a piece in a space with a T spin! Even when it does not look possible, you may be able to place it by rotating the piece. This technique is called a **T spin**.



You want to put a piece
in this space

Right after the piece
lands, press the
* button to rotate it
while holding the Left
direction key

The piece will go
into that space

Clear many lines at once! The more lines or Cascades cleared at once, the more points you score and the more you distract your opponent. Carefully arrange blocks to get Cascades.

Remember, the basic technique is knowing how to use your Multiminos. Think carefully about where your pieces are falling and where your pieces will separate. You can discover new strategies using Cascades that were unavailable in *Classic Tetris*.

*** IMPORTANT ***

This is a legal agreement between the end user "You" and Infogrames Interactive, Inc., its affiliates and subsidiaries (collectively "Infogrames"). This agreement is part of a package (the "Package") that also includes a game cartridge or disc (collectively, the "Game") and certain written materials (the "Documentation").

BY INSTALLING THE GAME, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORISED RESELLER OF INFOGRAMES, THAT RESELLER IS NOT INFOGRAMES'S AGENT AND IS NOT AUTHORISED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON INFOGRAMES'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, promptly return the entire Package to the place You obtained it for a full refund.

LIMITED LICENSE: You are entitled to use this Game for your own use, but may not sell or transfer reproductions of the Game or Documentation to other parties in any way.

OWNERSHIP; COPYRIGHTS: Title to the Game and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Infogrames and its licensors, and You shall not take any action inconsistent with such title. The Game and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Infogrames and its licensors.

OTHER RESTRICTIONS: You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, disseminating or otherwise distributing of the Game or the Documentation by any means or in any form, without the prior written consent of Infogrames. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Game to human readable form.

Infogrames Games Customer Service Numbers

Country	Telephone	Fax	Email
• Österreich	03614-500 555 (Normaltarif) Di. +Do. 15.00bis 19.00 Uhr (Nur technischer Support)	-	http://www.de.infogrames.com
• Belgique	+32 (0)2 72 18 633 Open Maandag t/m Vrijdag 9.00 tot 17.30	+31 (0)40 24 466 36	helpdesk@nl.infogrames.com
• Danmark	0161 827 8060/1 10:00 to 19:00 Monday to Friday (except Bank Holidays)	-	helpline@uk.infogrames.com
• Suomi	0161 827 8060/1 10:00 to 19:00 Monday to Friday (except Bank Holidays)	-	helpline@uk.infogrames.com
• France	Soluces: 0892 68 30 20 (2.21 min, 24h/24) Technique: 0825 15 80 80 (0.36 min du lundi au samedi de 10h-12h, 14h-20h) 3615 Infogrames (2.21 min)	Infogrames France / Euro Interactive Service Consommateur 84 rue du 1er mars 1943 69625 Villeurbanne Cedex	support@fr.infogrames.com http://www.fr.infogrames.com
• Deutschland	Technische: 0190 771 882 (DM 2,42 pro Minute) Täglich 14.00 bis 21.00 Uhr (mit Ausnahme von Feiertagen)	Spielerische: 0190 771 883	http://www.de.infogrames.com
• Greece	301 601 88 01	301 601 88 02	http://www.gr.infogrames.com
• Italia	Infogrames France / Euro Interactive Service Consommateur	84 rue du 1er mars 1943 69625 Villeurbanne Cedex	support@fr.infogrames.com http://www.it.infogrames.com
• Nederland	+31 (0)40 23 93 580 Open Maandag t/m Vrijdag 9.00 tot 17.30	+31 (0)40 24 466 36	helpdesk@nl.infogrames.com
• Norge	0161 827 8060/1 10:00 to 19:00 Monday to Friday (except Bank Holidays)	-	helpline@uk.infogrames.com
• Portugal	351 21 460 85 83/89 50 de 2ª a 6ª, entre as 10:00 e as 17:00	351 21 460 85 88	apoiocliente@pt.infogrames.com
• España	+34 91 747 03 15 lunes a viernes de 9,00 -14,00 / 15,30-18,30 h	+34 91 329 21 00	stecnico@es.infogrames.com
• Sverige	08-6053611 13:00 till 15:00 helgfri måndag till fredag	-	support@segaklubben.pp.se
• Schweiz/Suisse	Technische: 0900-105 172 SFR 2,50 pro Minute. Täglich 14.00 bis 21.00 Uhr (mit Ausnahme von Feiertagen)	Spielerische: 0900-105 173	http://www.de.infogrames.com
• UK	Hints & Cheats: 09067 53 50 10* *24 hours a day / 75p/min	Technical Support: 0161 827 8060/1	helpline@uk.infogrames.com

Customer Service Numbers

• **Australia** 1902 262 662

Calls charged at \$1.65 (incl. GST) per minute.

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Österreich** 0450 99 000 500

Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Belgique/België/Belgien** 011 301 306

Veillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Danmark** +45 33 26 68 20

Åben Man-Tors 16.00-19.00

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• **Suomi** 0600 411 911

"4,70 fim/min + ppm avoinna ark 17-21"

Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten

• **France** 0803 843 843

Veillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Deutschland** 01805 / 766 977

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Greece** (00 301) 6777701

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation

• **Ireland** (01) 4054022

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Italia** 848 82 83 84

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• **Nederland** 0495 574 817

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• **New Zealand** (09) 415 2447

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Norge** 2336 6600

• **Portugal** (01) 318 7450

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• **España** 902 102 102

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** 08-587 610 00

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStation programvara.

• **Schweiz/Suisse** 0900 55 20 55

Ein Anruf kostet Fr. 1. -/min.

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen

• **UK** 08705 99 88 77

Please call these Customer Service Numbers only for PlayStation Hardware Support

www.uk.infogrames.com

©1999 Infogrames Interactive, Inc. All rights reserved. Published by Infogrames. Tetris ©1987 Elorg. The Next Tetris ©1999 Elorg.

Original Concept & Design by Alexey Pajitnov. The Next Tetris © licensed to The Tetris Company. The Next Tetris © 1999 Elorg, sublicensed to Infogrames Interactive, Inc. by The Tetris Company.

The Next Tetris TM licensed to The Tetris Company and sublicensed to Infogrames Interactive, Inc. Tetris logo designed by Roger Dean © 1997 The Tetris Company. All Rights Reserved.

The Next Tetris designed & developed by Blue Planet Software, Inc. Manual & Packaging © 1999 Infogrames Interactive, Inc. All Rights Reserved. Use of this product is subject to a license agreement.

The terms of that license are also available in the product's manual.

SLES-01987

 "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

5023117530753